

Sel/Asel/Unselone , **Sel/Asel/Unselmany**, **Sel/Asel/Unselbox** (buttons) – allows the user to build and/or change a selected set of features for some operation.

Sel all (button) – selects all features in the editcoverage.

Unsel all (button) – unselects all currently selected features.

Add (button) – adds a feature to ts-divX and launches add.aml, which prompts the user with the Attribute GUI (refer to *Attribute Menu Items* section below). Snapping distance defaults to 50 but can be manipulated with the slider widget displayed on the menu next to the 'Add' button.

snapping: (display field and slider widget) – changes the snapping tolerance between the ts-divX coverage's editfeature (points) and the road coverage's *snapfeature* (nodes). The specified tolerance is displayed under the word “snapping”.

TS-UID: (display field) – displays the selected ts-divX feature's TS-UID field. If more than one feature is selected, the display reads *More than one feature selected*.

Change (button) – launches change.aml to allow the user to change the currently selected feature's TS-UID value. If more than one feature is selected, the message *Must selected EXACTLY ONE feature.* is echoed in the terminal window.

Delete (button) – regular ARCEDIT function, deletes all selected features.

Select/Move (button) – prompts the user to select and then move a feature.

off/on (buttons) – turns the *backcoverages* specified by the display field to the right of each button group on or off. The display field to the right of the button groups indicates the line symbols of the features as they are drawn in the display window.

Symbolize (button) – symbolizes the divXrd arcs according to their TMPSYMBOL values. Refer to the Coverage Display Symbology section below for the color/symbol key. See Fig.4 below.

UnSymbolize (button) – clears the *symbolitem* for the divXrd arcs and changes the symbol back to '2' (red). See Fig.3 below.

green/orange/red and **unmrk** (buttons) – changes the *drawsymbol* to the indicated color or back to white (unmrk) for selected points. These buttons are purely user-convenience options. Values are stored in the ts-divX polygon attribute table (PAT) for later retrieval if needed.

Dynamicpan (buttons) – regular ARCEDIT command; allows the user to move the target area of the display window.